ADVERTISEMENT

in: Custom Class, Class 2e, Sub-levels

"Level 252.1: "The Eternal

Survival Difficulty: Class 2e - Environmental

- Unsafe
- Stable
- Non-Entity Hazards

Level 252.1 or "The Eternal Garden," is a sub level of level 252. It is a beautiful but toxic environment that is entirely devoid of entities. The sublevel is approximately **1,000m** in size and consists of an island of smooth rolling hills, with ponds scattered all throughout the island. 252.1 also features clusters of crystals varying in height approximately **1-3m** tall crystals protruding out of the ground every few dozen meters or so. The air in this sublevel is toxic due to the thick presence of pollen. The sublevel also has a different flow of time, time runs at a snail pace in this level compared to most levels in the backroom.

Cluster of crystals formed in 252.1

The sublevel is home to a highly unique sub-species of amaranth, the "Amaranth Blossom Medicamentum" These flowers have been extracted as an effective medicine

that can cure various diseases in the Backrooms. The Amaranth Blossom Medicamentum's pollen is highly potent, leading to a unique phenomenon where it rapidly promotes tissue repair. However, the air is too concentrated with it, effectively becoming a poison to anybody who inhales it. Because of this, exposure to the pollen leaves a person paralyzed, the body is constantly **tearing itself and repairing itself**. This endless cycle is extremely dangerous as there seems to be no end to it. Another phenomenon observed in this sub level is the rapid regeneration of any cuts,and bruises, it's actually been observed that enough exposure from this level would regenerate missing limbs or organs. The sub-level is **EXTREMELY** dangerous to everybody without properly protection. If you exposed yourself to this level without any protection, and without any help of getting out, you will be stuck for who knows how long until something or somebody inevitably finds you.

Amaranth Blossom Medicamentum

The Amaranth Blossom is the only flora present in the sublevel. The flowers themselves are incredibly beautiful, with vibrant pink and purple petals that glow softly in the dim light of the level. The pollen of these flowers is potent enough to heal ailment, from wounds to diseases, but also deadly when you come in contact with it in its purest form. It is usually scorched into ashes, and then diluted into water. The flower is extremely durable, you cannot pick the flower the same way as in the frontrooms. Its stem are as durable as carbon fiber, due to this it's extremely hard to harvest. The dangers of even going to the lair of entity 252, and the dangers level 252.1 posed it's one of the rarest herbal medicine in the whole entire backrooms.

A feld of Amaranth Blossom Medicamentum

Discovery

The M.E.G. (Major Exploratory Group) had heard rumors of a sublevel of Level 252. They said a rebellious teenager managed to found an alternative route inside of entity 252's lair without disturbing its sleep, once inside, they saw a pond with the clearest water they've ever seen. In the middle of the pond lies a Tree which bears golden apples, as they try to get closer into tree they noticed how it seems to be the same distance no matter how long they've swam to it.

The tree

They're however stubborn, because of that they've exhausted themselves, they're too tired to go back to the edge of the pond however ,and so they drowned. They awoke at all the pain of the world, they cannot move, nor speak, they're stuck. This nightmarish situation went on for seemingly a few years until a mysterious hooded figure appeared and submerged them into one of the ponds. When they emerged back they've found

themselves inside of entity 252's lair. They immediately went back through the secret tunnel and went to the nearest colony. There, they talked all about what happened, to their surprise it has only been a week since their disappearance, they swear they've been stuck in that state for over a few years.

M.E.G. decided to send a few dozen explorers to uncover this supposed sub-level, they've quickly connected with the wanderer and in exchange for [expunged] they've told the secret route.

Upon entering the sublevel, the M.E.G. explorers discovered a beautiful, albeit deadly environment. The air was thick and noxious, causing them to cough and wheeze even with the filters and protection in place. However, as they made their way through the sublevel, they soon discovered the Amaranth Blossoms growing in abundance.

Encounter with the mysterious hooded figure

While exploring the sublevel they found a stone tower in the middle of the island. In the tower they met a wanderer. The wanderer was a thin, frail figure with long, flowing blond hair and piercing blue eyes. They greeted the officers with a gentle smile and invited them into their tower. The explorers were hesitant at first, but eventually agreed to the invitation. As they climbed the stairs to the top of the tower, the survivor began to tell them their story.

"I came to this land thousands of years ago," the survivor said. "I was wandering through the Backrooms, searching for a way out, when I stumbled upon Level 252. I was fascinated by its beauty and its crystal creatures, so I decided to stay a while. But while I was exploring the deepest depths of the level I encountered a huge disc-shaped creature. Immediately hid, inside a cavernous cave, there I saw a pond, and a tree, sensing the presence of the creature I decided to hide by submerging myself in the pond. As I cannot swim I drowned. But then I woke up, and discovered the sublevel."

"Immediately as I woke up I felt a shocking paralyzing sensation, and I stood at the shore lying for who knows how long, eventually one day with all my might I began to gain control with my fingers, then my toes, Eventually after a few more hundreds of years my entire body. It wasn't easy, I inched my way out of the shore for decades, until eventually I adapted to the lands."

The survivor explained that they had spent many years studying and experimenting with their medicinal properties. had also discovered that the air on the sublevel had a unique property that could heal any biological creatures, rendering them immortal. This does not apply to unicellular organisms though they proclaimed.

"I've built a tower using my bare hands, and have spent countless years in this tower, studying the flowers and the air, sometimes even contemplating my life," the survivor said. "My body has adapted to the toxic air, and I can survive here indefinitely. But time passes differently on this sublevel. For me, it has been thousands of years since I arrived here. But for the rest of the Backrooms, only a few decades have passed."

The M.E.G. officers were amazed by the survivor's story, and they asked many questions about the sublevel and its properties. The survivor was happy to answer their questions, and even gave them some of the medicinal flowers to take back with them. Also advising them on how to extract its medicinal properties.

With that, the officers left the tower and returned to Level 252. They were grateful for the survivor's hospitality and the knowledge they had gained from their encounter. They knew that they had stumbled upon something truly unique and special in the Backrooms, and they felt a renewed sense of purpose in their exploration of this strange and dangerous place.

Entrance & Exit

The only way to enter the sublevel is by going inside Entity 252's lair, where a pond can be found. In the middle of the pond, there exists a tree that bears golden apples. By submerging oneself in the pond and emerging on the other side, explorers will find themselves transported to the sublevel. However exit in the sublevel is only via the many ponds scattered in 252.1, same as before, going inside the water coming out of the pond in entity 252's lair.

Footnotes

- The crystals in level 252.1 contains **C.W.M.** or **Crystal Warp Matter** created exclusively by entity 252

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